



**Model 73014**  
**1 or 12 Players / Ages 8 and up**  
**INSTRUCTION MANUAL**  
 P/N 82373610 Rev.B

BINGO is the name, and fun is the game!

Tired of going to those crowded Bingo halls where the competition is strong? Well now you don't have to worry about any of that! Playing RADICA: BINGO is just like having a tiny Bingo hall in the palm of your hand! Whether you're by yourself or with a group of friends, RADICA: BINGO is fun any way you play it! And once you've mastered Standard Bingo, mix things up with a game Pattern Bingo or Wild Bingo!



**FEATURES**

**BINGO / START / ENTER / NEW GAME** - Use this button to turn the game on, enter a selection, signal when BINGO is reached, or (when held for 2 seconds) start a new game.

**NOTE:** If there is no activity for about 30 seconds, the game will automatically turn itself off. Press the BINGO / START / ENTER / NEW GAME button to turn the game on again. While playing Multi-player Bingo, the unit will go to sleep after all 75 numbers have been called and there has been no activity for 30 seconds.

**MODE SELECT** - Press this button to toggle through the different game modes.

**AUTO-DAUB** - When you "daub" a number, you mark it. This button turns "on" and "off" the Auto-daubing feature that automatically marks the called numbers for you.



**NOTE:** If Auto-daub is pressed during a game, the game will automatically mark all numbers being called as well as numbers that have been previously called but not marked.

**BUY CARD** - Use this button to buy additional Bingo cards before a game has started.

**SOUND** - Controls the game sound

- In Standard, Pattern, 1 Wild, and 2 Wild Turns sound On or Off
- In Multi-Player toggles the sound between Off, Low, High

**DAUBING STYLUS** - Use the Stylus to daub numbers and press the LEFT / RIGHT buttons.

**SCROLL LEFT / RIGHT** - Using the Daubing Stylus, press these on-screen buttons to scroll through all of the cards you are playing. While playing multiplayer Bingo, if the player wants to look and see what numbers have been called, they would press the BINGO / START / ENTER / NEW GAME button to pause the game, then press scroll left or right button to scroll up or down through the numbers that were previously called.

**BINGO CARDS** - While playing Multi-player Bingo, you and your friends can play on these cards while the game unit calls out the numbers.

**BINGO CHIPS** - While playing Multi-player Bingo, mark the numbers on your card by placing the chip over the numbers that have been called.

**RESET** - Using a blunt object, press this button to reset the game. Just be careful, this will erase your current game and score.

**GETTING STARTED**

To start a new game, first press the BINGO / START / ENTER / NEW GAME button to turn the game on. Next press the MODE SELECT button to cycle through the different game modes. Then press the BINGO / START / ENTER / NEW GAME button to enter your selection.

**BUYING A BINGO CARD**

This game is just like the real thing. Before you begin, you must buy a Bingo card. Press the BUY CARD button to purchase a card or cards BEFORE you begin a new game. Once a game has started, you won't be able to buy additional cards.

When starting a brand new game, you are automatically given 200 points. When you buy a card, the cost comes out of those points.

GAME	CARD PRICE
Standard Bingo	20pts
Pattern Bingo	30pts
Wild Bingo 1	40pts
Wild Bingo 2	50pts

**LET'S PLAY!**

**STANDARD BINGO**

After you have purchased you card (or cards), press the BINGO / START / ENTER / NEW GAME button to start the game.

A letter and number will appear at the top of the screen and you have to find it on your card. e.g., B24. Using the corresponding letters spelling "bingo" at the top of the screen, find the called number in the column underneath the letter.

Use the Stylus Dauber to mark each number called, the object is to get BINGO by matching five across, vertically, horizontally, or diagonally. If you are playing multiple cards, use the stylus to press the SCROLL LEFT / RIGHT buttons to view those cards (the card number will be indicated by a number at the bottom of the screen).

**Bingo Scoring**

Standard Mode	200pts
Pattern Mode (1-7 spaces)	300pts
Pattern Mode (8-12 spaces)	600pts
Pattern Mode (13+ spaces)	1000pts
1 Wild Mode	250pts
2 Wild Mode	300pts

**NOTE:** After a number is called, you will have 5 to 11 seconds, depends on how many cards the player is playing with, to daub it on each card. But even if you run out of time and another number is called, you may auto-daub the previous number at any time. And don't forget to daub the FREE space in the middle!

The game ends when you have BINGO (five in a row, vertically, horizontally, or diagonally). When this happens, press the BINGO / START / ENTER / NEW GAME button to claim your Bingo. You will then be given points depending on the game you're playing. If you don't get BINGO, the game will end after 45 numbers have been called.

**NOTE:** Be careful! If you try and claim a Bingo and you don't have one, you will lose 5 points for every false Bingo that you call.

**PATTERN BINGO**

This game is similar to Standard Bingo, but instead of trying to connect five numbers, you must try and fill a certain pattern. Press the MODE SELECT button to choose PATTERN BINGO. Then press the BINGO / START / ENTER / NEW GAME button to make your selection.

Now it's time to choose your pattern. Use the DAUBING STYLUS to press the SCROLL LEFT / RIGHT buttons to view the different

patterns available. Once you find a pattern and wish to play, press the BINGO / START / ENTER / NEW GAME button to make your selection. Now, as the numbers are called, try and fill the pattern. Once you've filled the pattern, press the BINGO / START / ENTER / NEW GAME button to claim your bingo.

### WILD BINGO 1 & 2

Just as before, choose WILD 1 using MODE SELECT and the BINGO / START / ENTER / NEW GAME button. This game is just like Standard Bingo except for one key difference. At the beginning of the game, a "wild" number will be called. When this happens, you will have 15 seconds to daub any number on any of your cards that has the same LAST DIGIT as the number called.

**EXAMPLE:** If the wild number called is B12, then you may daub B2, N32, G52, O72, etc. The "2" at the end of B12 is what you're looking for.

But things aren't going to be that easy. You also have to claim TWO Bingos instead of one in order to win. They can be in any direction as long as FIVE numbers are connected in each. Once you have two Bingos, press the BINGO / START / ENTER / NEW GAME button to claim them.

In Wild Bingo 2, another "wild" number is called immediately after the first one, and you have to get THREE Bingos to win.

### MULTI-PLAYER BINGO

Multi-player Bingo has the same rules as Standard Bingo, except this time, you and your friends use the included BINGO CARDS and CHIPS to play as the main unit calls out the numbers.

After selecting MULTI-PLAYER BINGO, press the BINGO / START / ENTER / NEW GAME button to begin your new game. Now pass out the included Bingo CARDS and CHIPS to all of the players. When everyone is ready, press the BINGO / START / ENTER / NEW GAME button again to begin the game.

The Main Unit will now begin to call out Bingo numbers. As the numbers are called, everyone must check their cards to see if they have one. If you do, mark it by placing one of the CHIPS over the number.

**NOTE:** If a player wants to double-check the numbers that have already been called, simply press the BINGO / START / ENTER / NEW GAME button to pause the game, then press the SCROLL LEFT / RIGHT buttons with the DAUBING STYLUS to scroll through all of the called numbers.

The game is over when one player gets BINGO. If a player thinks he or she has Bingo, press the BINGO / START / ENTER / NEW GAME button to pause the game and verify the numbers. If there was a mistake and the player doesn't have Bingo, press the BINGO / START / ENTER / NEW GAME button again to continue play. If a player

DOES have Bingo, hold down the BINGO / START / ENTER / NEW GAME button for 2 seconds to begin a new game.

### BATTERY INSTALLATION

This game is powered by two (2) AAA (LR03) batteries.

- Using a screwdriver, loosen the screw until the battery compartment door can be removed.
- Insert two (2) AAA (LR03) batteries (we recommend alkaline) as indicated inside the battery compartment.
- Replace the battery compartment door and tighten the screw with a screwdriver. Do not over-tighten.

### ADULT SUPERVISION IS RECOMMENDED WHEN CHANGING BATTERIES.

### CAUTION

- As with all small batteries, the batteries used with this game should be kept away from small children who might still put things in their mouths. If a battery is swallowed, consult a physician immediately.
- Be sure you insert the battery correctly and always follow the game and battery manufacturer's instructions.
- Do not dispose of batteries in fire.
- Batteries might leak if improperly installed, or exploded if recharged, disassembled or heated.

### MAINTENANCE

- Handle this game carefully.
- Store this game away from dusty or dirty areas.
- Keep this game away from moisture or temperature extremes.
- Do not disassemble this game. If a problem occurs, press the Reset button or remove and replace the batteries to reset the computer, or try new batteries. If problems persist, consult your warranty information located at the end of this instruction manual.
- Only batteries of the same or equivalent type as recommended are to be used.
- Do not mix old and new batteries.
- Do not mix alkaline, standard (carbon-zinc) or rechargeable (nickel-cadmium) batteries.
- Do not use rechargeable batteries.
- Do not attempt to recharge non-rechargeable batteries.
- Remove any exhausted batteries from the game.
- The supply terminals are not to be short circuited.
- Batteries are to be inserted with the correct polarity.

**Please retain this for future reference.**

### PRODUCT WARRANTY

**(This product warranty is valid in the United Kingdom only)**

All products in the **RADICA®** range are fully guaranteed for a period of 3 months from the original purchase date under normal use, against defective workmanship and materials (batteries excluded). This warranty does not cover damage resulting from accident, unreasonable use, negligence, improper service or other causes not arising out of defects in material or workmanship.

In the unlikely event that you do experience a problem within the first 3 months, please telephone the UK Technical Support team: Tel. **0906 213 0001** (call cost 25p a minute).

**IMPORTANT:** Always test the product with fresh alkaline batteries. Even new batteries may be defective or weak and low battery power is a frequent cause of unsatisfactory operation.

**YOUR STATUTORY RIGHTS ARE NOT EFFECTED.**

### RADICA HELPLINE : 0906 213 0001

Calls are charged at 25p per minute and will show up on your standard telephone bill. Helpline hours are 8am -11pm 7 days a week.

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